MICROLITE 20 5TH ADAMANTINE MONSTER MANUAL AND BESTIARY

Skills and Saving Throws:

Treat a monster's bonus for all skills and saving throws as their attack bonus. Alternatively, assign stats to taste and use stat bonus + (proficiency bonus) as their skill bonus.

Scaling Monsters and Monster Advancement:

To scale monsters from the Bestiary, or the Fifth Edition Basic rules, simply determine what you want the new CR to be, and then use the below adjustments:

- **Prof. Bonus** = Treat CR as level and use proficiency bonus indicated in Advancement.
- **ΔCR** = New CR - Old CR
- **HP** = +20 HP x ΔCR
- **DPR** = +6 dmg x ΔCR (remember to split for multi-attacks)
- **ΔPB** = New Prof. Bonus - Old Prof. Bonus.
- **AC** = +ΔPB (max 19)
- **Save DC** = +ΔPB
- **Atk. Bonus** = +ΔPB

Deadly abilities: When scaling down creatures with deadly abilities, it is also suggested that the severity of the condition is reduced. For example, a Medusa's petrifying gaze might just become a paralyzing gaze for a CR 1 Medusa.

Multi-attack: When scaling up if the DPR increase ever (roughly) equals one of a creature's attacks, consider giving the creature multi-attack instead of just making their single attack twice as strong. When scaling down if the DPR decrease ever (roughly) equals one of a creature's attacks, consider removing one of their attacks from their multi-attack (or completely removing multi-attack if the creature only has two attacks.)

Boss Monsters: A boss monster can do things that ordinary creatures can't. Using its **legendary resistance** it can treat a failed saving throw as a success a certain number of times a day, and using its **legendary actions** it can act at the end of another creature's turn a certain number of times per round. The actions it can take in this way are as follows:

- Costs 1 Action: Make a Single Attack, Move, Cast a Cantrip.
- Costs 2 Actions: Use a Special Ability, Cast a Spell, Multi-attack.

To turn an ordinary monster into a boss monster, pick a tier below (rounding CR down for initial CR 1/2 and lower):

- Elite: 1 Legendary Actions per round, 1 Legendary Resistance per Day, +20 HP, +1 CR.
- Boss: 2 Legendary Actions per round, 2 Legendary resistance per Day, +30 HP, +2 CR.
- Legendary: 3 Legendary Actions per round, 3 Legendary resistance per Day, +40 HP, +3 CR.
- Epic: 4 Legendary Actions per round, 4 Legendary resistance per Day, +50 HP, +4 CR.

Creating Your Own Quick and Dirty Monsters:

To make monsters on the fly, use these rules:

1. Choose monster's Challenge Rating.
    - **HP**= (5 x CR)d8 or 20 x CR
    - **AC**= 12 + prof. bonus (max 19)
    - **Save DC**= 12 + prof. bonus
    - **DPR** (Damage Per Round)= 8 + (6 x CR)
    - **Atk. Bonus**= 3 + prof. bonus
    - **Prof. Bonus**= Treat CR as level, and use proficiency bonus indicated in Advancement.
2. Adjust offensive (save DC, DPR, atk. bonus) and defensive stats (AC, HP) as desired. Treat the monster as having a higher CR for offensive or defensive stats. For every one CR you move up, you should move down one CR in the opposite kind of stat.
3. Choose a monster template. ("X DPR dmg", means "do X times DPR damage".)
    - **Aberration**: multi-attack (two tentacles), tentacle (0.5 DPR dmg, STR save or paralyzed. If target is paralyzed and damage reduces target to 0 HP, target's brain is eaten.)
    - **Beast**: multiattack (claw and bite), claw (0.5 DPR dmg), bite (0.5 DPR dmg)
    - **Draconic**: breath weapon (DPR dmg, DEX save to avoid), bite (0.5 DPR dmg)
    - **Elemental**: smash (0.6 DPR dmg), death throes (when creature dies, make STR save or take 0.6 DPR dmg)
    - **Fey**: multi-attack (two attacks), shillelagh/shortbow (0.5 DPR dmg), fey charm (MIND save or become friend for 24 hours), invisibility (lasts until it attacks or uses fey charm)
    - **Fiendish**: aura (at start of turn, 0.3 DPR dmg to all within 5 feet), trident (0.6 DPR dmg), fireball (0.6 DPR dmg)
    - **Giant**: punch (DPR dmg), boulder (DPR dmg)
    - **Undead**: multiattack (life drain and slam), life drain (0.4 DPR, STR save or reduce victim's max HP by dmg taken), slam (0.5 DPR)
    - **Vermin**: bite/sting (DPR damage, STR save or poisoned causing disadvantage on attacks), web/goo (DEX save or restrained)
4. Add any special abilities desired. (e.g. Flight or spellcasting.)
5. Add resistances (half damage from specific source) and immunities (not affected by specific source.) If you add many resistances or a few immunities, multiply hit points by the following values: CR 1-4 (0.5), CR 5-8 (0.7), CR 11-16 (0.8) CR 17+ (1)
    - **Physical damage types**: Slashing, piercing, bludgeoning.
    - **Magic damage types**: acid, fire, cold, poison, necrotic, radiant, lightning, psychic, thunder and force
    - **Condition immunities:** paralyzed, poisoned, charmed, etc.

Stat Block Explanation:

HD: hit dice, hp: hit points, CR: (Challenge Rating) a monster of challenge rating X, should be a decent challenge for a four person party of level X, attack name +X/+X/...: perform attack name multiple times using +X as attack bonus, (damage [average damage], effect name saving throw [effect]), special attack name saving throw (damage/effect), save halves: does half damage on a successful save.

Animal, small [eg Weasel] (CR 0): HD 1d4+1 (3 hp), AC 10, bite +2 ([1])
Ankheg (CR 2): HD 6d10+6 (39 hp), AC 14, bite +5 (2d6+3, acid 1d6 [12]) or acid spray DC 13 DEX (3d6 [10], save halves)
Bugbear (CR 1): HD 5d8+5 (27 hp), AC 16, Morningstar +4 (2d8+2 [11]) or javelin +4 (1d6+2 [5])
Choker (CR 1/2): HD 3d6+3 (13 hp), AC 15, tentacle +4 (1d6+3 [5], grappled [escape DC 14]) or constrict +4 (1d8+2 [6])
Deinonychus (Raptor) (CR 1): HD 3d8+3 (17 hp), AC 15, claw +4/+4 (1d8+1 [6])
Dire Rat (CR 1/8): HD 2d6 (7 hp), AC 12, bite +4 (1d4+2[4])
Earth Elemental (CR 5): HD 12d10+60 (126 hp), AC 17, slam +8/+8 (2d8+5 [14]), damage resistance (half damage from non-magical weapons)
Gargoyle (CR 2): HD 7d8+21 (52 hp), AC 15, claws +4/+4 (1d6+2 [5]), damage resistance (half damage from nonmagical weapons)
Gelatinous Cube (CR 2): HD 8d10+40 (84 hp), AC 6, engulf DC 12 DEX (3d6 [10], trapped and suffocating taking 6d6 [21]/turn), transparent (requires DC 15 MIND + Subterfuge bonus to see)
Goblin (CR 1/4): HD 2d6 (7 hp), AC 15, scimitar +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])
Griffon (CR 2): HD 7d10+21 (59 hp), AC 12, claws +6/+6 (2d6+3 [10])
Hell Hound (CR 3): HD 7d8+14 (45 hp), AC 15, bite +5 (1d8+3, fire 2d6 [14]) or fire breath DC 12 DEX (6d6 [21], save halves)
Hill Giant (CR 5): HD 10d12+40 (105 hp), AC 13, greatclub +8/+8 (3d8+5 [18]) or rock +8 (3d10+5 [21])
Hobgoblin (CR 1/2): HD 2d8+2 (11 hp), AC 18, longsword +3 (1d8+8 [12]) or longbow +3 (1d8+8 [12])
Human Commoner (CR 0): HD 1d8 (4 hp), AC 10, club +2 (1d4 [2])
Insect, small [eg Spider] (CR 0): HD 1d4-1 (1 hp), AC 12, bite +4 ([1], poison DC 9 STR 1d4 [2])
Kobold (CR 1/8): HD 2d6-2 (5 hp), AC 12, dagger +6 (1d4+2 [4]) or sling +6 (1d4+2 [4])
Ogre (CR 2): HD 7d10+21 (59 hp), AC 11, greatclub +6 (2d8+4 [13]) or javelin +6 (2d6+4 [11])
Orc (CR 1/2): HD 2d8+6 (15 hp), AC 13, greataxe +5 (1d12+3 [9]) or javelin +5 (1d6+3 [6])
Owlbear (CR 3): HD 7d10+21 (59 hp), AC 13, claws +7/+7 (2d8+3 [12])
Rust Monster (CR 1/2): HD 5d8+5 (27 hp), AC 14, bite +3 (1d8+1 [5], rust DC 11 DEX)
Shadow (CR 1/2): HD 3d8+3 (16 hp), AC 12, strength drain +4 (2d6+2 [9], -1d4 STR), damage resistance (half damage from non-magical weapons)
Skeleton (CR 1/4): HD 2d8+4 (13 hp), AC 13, shortsword +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])
Stirge (CR 1/8): HD 1d4 (2 hp), AC 14, blood drain +5 (1d4+3 [5], attach [5 dmg/turn])
Stone Golem (CR 10): HD 17d10+85 (178 hp), AC 17, slam +10/+10 (3d8+6 [19]) or slow DC 17 MIND save (speed halved, one attack a turn), damage immunity (only hurt by adamantine weapons or magic)
Troll (CR 5): HD 8d10+40 (84 hp), AC 15, claw +7/+7/+7 (2d6+3 [10]), regenerate (+10 hp/turn, acid/fire negate)
Vampire Spawn (CR 5): HD 16d8+48 (120 hp), AC 15, bite +6/+6 (2d6+3 [10], life absorb DC 15 STR [reduce max HP by dmg taken, increase own HP by half dmg]), damage resistance (half damage from non-magical weapons), vampire weaknesses (cause 20 dmg/turn)
Werewolf (hybrid form) (CR 3): HD 9d8+18 (58 hp), AC 12, bite +4/+4 (1d8+2 [6], lycanthropy DC 12 STR),damage immunity (only hurt by silver weapons or magic)
Wight (CR 3): HD 6d8+18 (45 hp), AC 14, slam +4/+4 (1d6+2 [5], life drain DC 13 STR [reduce max HP by dmg taken]) or longbow +4/+4 (1d8+2 [6])
Wolf (CR 1/4): HD 2d8+2 (11 hp), AC 13, bite +4 (2d4+2 [7], knock prone DC 11 STR)
Wyvern (CR 6): HD 13d10+39 (110 hp), AC 13, stinger +7/+7 (2d6+4 [11], poison DC 14 STR [24 dmg, save halves])
Zombie (CR 1/4): HD 3d8+9 (22 hp), AC 8, slam +3
(1d6+1 [4]), undead fortitude (instead of dying, zombie lives on a DC [5+dmg just taken] STR save)

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